

COMING SOON ONLY FOR



BOMBERMAN JETTERS

The Hige Hige Bandits are going to crash their artificial comet, Dark Star, into Planet Bomber. As Bomberman, you must destroy the four engines that propel Dark Star before it is too late!

SEQUEL TO THE SMASH HIT
BOMBERMAN GENERATION!

NEW
MULTIPLAYER
BATTLES!

ALL NEW CHARABOMS
WITH SPECIAL ABILITIES
THAT GROW STRONGER
AS THEY EVOLVE!

EmuMovies

BLOWOUT



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND ONE CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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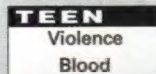
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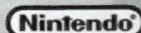
Rev-D (I)



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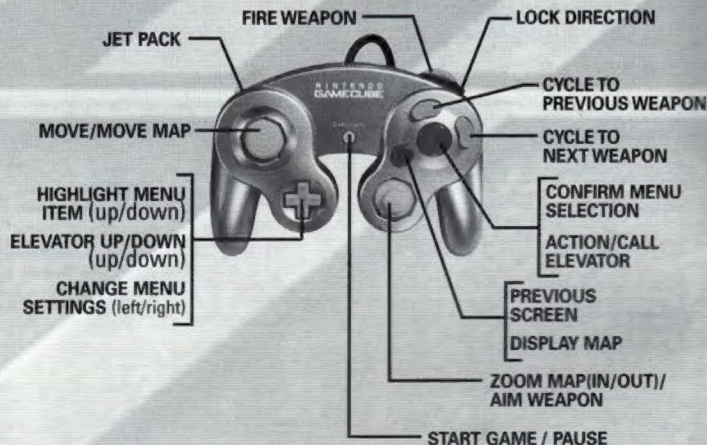
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CONTROLS



CONTROLS

NOTE: These are the default controls (Scheme 1). You can select the other Nintendo GameCube Controller scheme from the Options menu.



JUMP INTO HELL

The battle platform *Honour Guard* is now under the command of homicidal clones and crawls with a menagerie of genetic horrors. Marshall "Dutch" Cane wants to join the party.

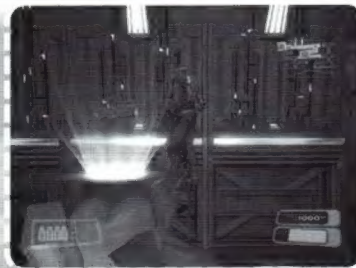
Cane is a member of the Jump Posse, a law enforcement organization that regulates battle platforms crewed by M1-2 human clones. Posse members are heavily armed and can respond quickly in super fast jump ships.

The Properties are commercial interests existing on the very fringe of galactic human influence. The battle platforms guard these interests. It is here that the human clone first demonstrated profitability. The *Honour Guard* crew's DNA originated from the original combat crew. Four generations of Honour Guard clones have served flawlessly, fending off invasion by vandals or hijackers attacking the Properties.

M1-2 types are the ultimate in worker bio-systems. Able to self-replicate when needed, they promise the ultimate dream in human resource management. Genetic engineering insures that emotion and personal ambition are filtered out of the final product. These

humans without souls have transcended legal concerns about human rights. They work, attack, defend or die without shedding a tear.

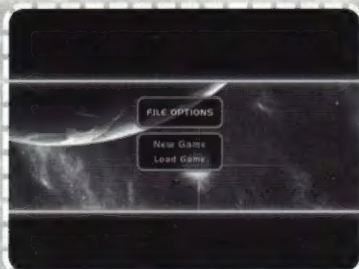
But something went wrong. While defending an incursion on a fuel outpost by alien Xenos invaders, a gunner clone named C.F. Stephens (ver. 4) was exposed to a genome virus carried by one



of the attackers. The clone's first reaction was to become self-aware and like his original, voraciously ambitious. Stephens quickly learned how to clone himself with the intent of creating a personal army. The virus spread with each replication and DNA can take only so much abuse. The Stephens clones, already tortured and psychotic, exploded into monstrous life forms. They slaughtered every other clone on the ship. Now C.F. Stevens is in command of Honour Guard and his hideous offspring are about to populate the solar system. They'll have to go through "Dutch" Cane first.

STARTING THE GAME

1. On the Title Screen, press **START**.
2. Press the **CONTROL PAD Up/Down** to highlight **NEW GAME** and press the **X BUTTON** to display the Main Menu.
3. Select **NEXT MISSION** from the Main Menu and press the **A BUTTON** to begin the game.



THE MAIN MENU

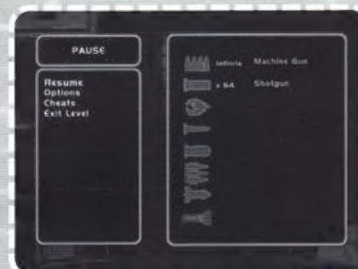
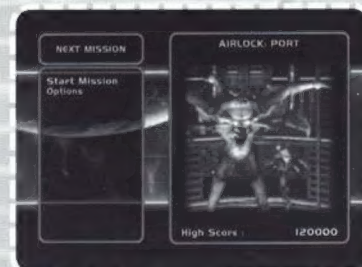
NEXT MISSION

Begin the next mission based on your progress through the game.



LEVEL SELECT

Select a level you have already completed. Locked missions are those you have not yet completed.



WEAPON STATUS

View your weapon, its level and how much ammunition you have.

OPTIONS

Make Controller, sound and display adjustments here.

AIM SPEED

Set how fast the gun sight responds when you take aim.

RUMBLE FEATURE

Toggle Controller Rumble Feature **ON** or **OFF**. When set to **ON** the Controller will Rumble in response to certain game events.

EFFECTS VOLUME

Set special effects volume.

MUSIC VOLUME

Set music volume.

BRIGHTNESS

Adjust the amount of ambient light.

CONTROLLER SCHEMES

View and select Controller Scheme 2 (Default) or 1.

CHEAT CODES

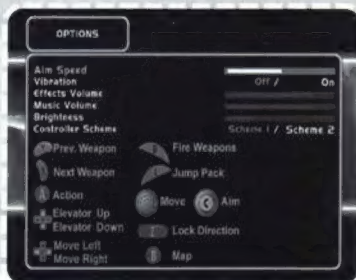
Use the **CONTROL PAD** to enter four words that create a phrase that unlocks a cheat for the game.

- Press the **CONTROL PAD** Up/Down to scroll through the word options.
- Press the **CONTROL PAD** Right to select the word and press **CONTROL PAD** Left to delete it.

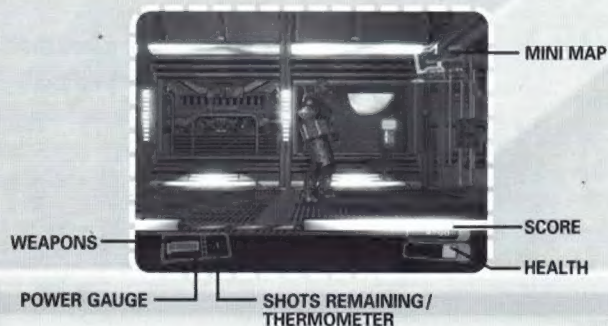
After selecting the fourth word, press the **A BUTTON** to see if your phrase is valid and what cheat, if any, you have unlocked.

SAVE

Save your progress through the game. You can save up to six games to a Nintendo GameCube Memory Card. **BLOWOUT** only supports memory cards inserted into Slot A. You will also be prompted to save game progress upon completion of a level. However, if you pass through a laser door your game will start again from that if you are killed.



THE GAME SCREEN



MINI MAP

View Dutch's position in the ship. Press the **B BUTTON** to open the Station Map for a very detailed view. See "**THE STATION MAP**" on the next page.

WEAPONS

Displays the weapon Dutch is currently holding. Cycle to the next or previous weapon by pressing the **X BUTTON** and **Y BUTTON**. Dutch always carries the machine gun but must find additional weapons and ammo throughout Honour Guard. See "The Weapons" on page 19.

SHOTS REMAINING/THERMOMETER

Shows shots/fuel remaining for the selected weapon. When using the machine gun, the thermometer appears here to monitor muzzle temperature. When the gun reaches max temperature it quits firing. Wait for the gun to cool off before firing.

WEAPON POWER GAUGE

Shows the power level of weapons from 1 to a maximum of 4. Find the **WEAPON POWER MODIFIER** to raise weapon power.

SCORE

This is your score for the current level.

HEALTH

Find Health Paks to keep this full or increase Dutch's health capacity.

DROPSHIP DATA

Your progress through *Honour Guard* is being monitored by the dropship crew and at certain times during your mission, you will receive dropship voice communication to give you important data.

TYPES OF DOORS

COLOR-CODED DOORS AND KEYS

These security doors require keys that you must find. When Dutch carries the correct key, doors open automatically when approached.



ONE-WAY DOORS

One-way doors are locked on one side. If you cannot enter, you have to find a route to the other side of the door to unlock it. Once unlocked, the door stays open and you can pass in either direction.



BLAST DOORS

Blast Door access is controlled from a remote location. You have to find the blast door control panel for a specific door. Press the **A BUTTON** to activate the panel.



BULKHEAD DOORS

These doors divide the port and starboard side of the station. You exit through one of these when moving to the next level in the ship.

ARMED DEFENSIVE SYSTEMS

In addition to the biological threat, be prepared to battle these station defense systems.

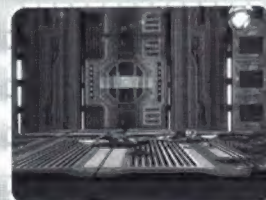
SENTRY GUN

Arranged throughout *Honour Guard's* passageways, these wall or floor mounted auto-tracking systems detect movement and open fire with machine guns.



SENTRY DRONES

Sentry drones generally hover in a small area waiting to attack with a nasty electric shock. Disable them temporarily with any weapon.



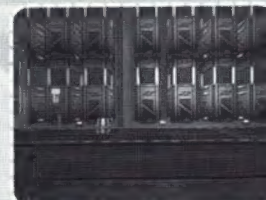
LASER BEAMS AND BLADES

Navigating around these requires timing. Disable them temporarily with any weapon.



PROXIMITY MINES

A variation on the old Bouncing Betty, this anti-personnel mine detects motion, deploys to approximately chest level and detonates.



SECRET AREAS

Find well-hidden secret areas to pick up vital weaponry, ammo or health paks. Look at details around you and the **STATION MAP** to help find hidden areas on *Honour Guard*.

MODIFIERS

Dutch's suit and weapons make up a highly evolved combat system providing offensive and defensive features. Modifiers enhance the system by adapting the suit and weapons to specialized or more powerful combat roles. Modifiers activate upon pickup and function until depleted.



WEAPON POWER

Increase the damage of all weapons to a level of 4. It also increases the maximum amount of ammo for each weapon.



HEALTH

Replenishes health to a maximum of 100.



MAX HEALTH INCREASED

Increases maximum health potential from 100 to 200.

SPEED

This metabolic tweak speeds up every action Dutch takes for a duration of 15 seconds. An enemy experiences that same time period as about three seconds.



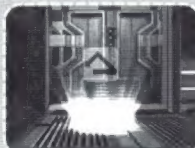
ABSORB

Will heal Dutch 50% of the attack power inflicted on him.



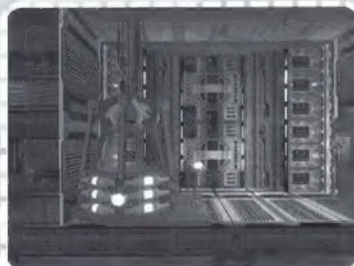
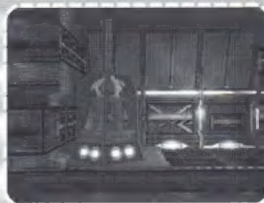
BOUNCE

Randomly re-directs attack energy for 100% effective damage protection.



TELEPORTERS

Teleporters move Dutch from one area of *Honour Guard* to the next and mark the completion of the mission for one section of the ship. Reaching a teleporter involves fighting some of the ship's deadliest creatures. However, the teleporters found in the middle of a level will replenish Dutch's health to maximum.



THE SCORE SCREEN

When you complete a level the Score Screen displays your total points earned including any bonus points received for exceptional performance.

Stats include:

- **ENEMY BONUS:** Points earned for enemy kills and shooting accuracy (measured by the damage each shot inflicted on monsters or destroyable objects) raises your enemy bonus.
- **ITEM BONUS:** Points earned picking up items throughout the level.
- **TIME BONUS:** Points earned based on elapsed time to complete level.



PAUSE MENU



RESUME

Continue play.

MAP

View the Station Map. See "THE STATION MAP" on page 10.

OPTIONS

See "OPTIONS" on page 8.

EXIT LEVEL

Return to the MAIN MENU.

LOADING A SAVED GAME

Continue playing a saved game. On the **TITLE SCREEN** select **LOAD GAME**. Select one of your saved games.

THE LEVELS

The player can select one of the ten levels that are in the game if they have already played them or they can proceed to the next level.

AIRLOCK



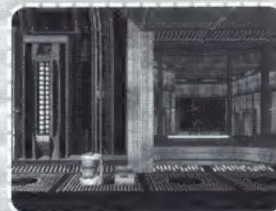
CARGO BAY



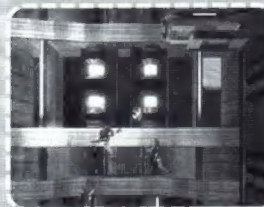
SCIENCE LAB



CREW QUARTERS



COMMAND CENTER



ENEMY TARGETS

DNA gone wild has created a huge variety of deadly bugs and alien mutants.

BUGS

ROACHES



PIRANHA



PARASITE



SWARM



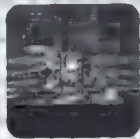
MUTANTS

These genetic nightmares can contain human, canine and alien bug DNA. Some may show intelligence and all are fiercely aggressive.

DOG MUTANT



SPIDER DOG



BEAST MUTANT



CRAWLER MUTANT



THE WEAPONS

Jump Posse weaponry ranges from basic to bizarre, and all weapons are lethal. To pick up a weapon or ammo, just walk up to it.



MACHINE GUN

This is the basic weapon and a real life saver because it never runs out of 9mm slugs. However, it can overheat and will stop firing until it cools off. Fire quick bursts to keep the temperature down.



ROTARY SHOTGUN

This Jump Posse version of a street sweeper is nicknamed a "B-B Gun." It sprays 150 steel balls in a wide swath of pulverizing destruction – great for clearing bugs from passageways.



FLAMETHROWER

Hose 'em down until they glow like a charcoal briquette. The 20mm slow-burst incendiary canister bathes the enemy in a shower of searing plasma flames.



MINIGUN

Six barrels spin out 1000 rounds per minute of hand-held mutilation. The muzzle velocity of the 7.62 rounds is jacked up to six times normal for pulverizing impact on hardened bunkers.



FLECHETTE NAIL GUN

Hammer anything with this belt-driven weapon that fires six-inch hardened steel nails at three rounds per second.



GRENADE LAUNCHER

This 40mm high explosive grenade sends shrapnel ripping through the air at about 1500 meters per second. Everything in the blast zone gets shredded.



MISSILE LAUNCHER

This shoulder launched mini-missile delivers a devastating high-explosive blast to take out multiple targets.

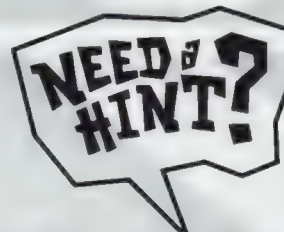


SONIC IMPULSE CANNON

The impulse cannon is the most powerful Jump Posse weapon Dutch carries. It emits a coned concussive blast that shatters just about anything. Press and hold the fire button to charge and release to fire the weapon.

GAME PLAY TIPS

- Explore everywhere! You never know where a new weapon might be hiding.
- Watch your Temperature! The machine gun will overheat and stop functioning correctly if you fire continuously. Use short bursts to keep it cool.
- There's no ammo shortage on the Honour Guard, so fire away with all munitions.
- Watch and learn. Each enemy has certain behaviors. Pay careful attention and you may be able to avoid their attacks.
- Your Jetpack is not just for jumping. Use your jetpack to hover, giving you 2 levels to fight on.
- Your gun can aim in any direction. Use this to your advantage.
- Bigger monstrosities lurk around the ship. Keep your health up so you'll have a chance to survive those long fights.
- Check your map! The Honour Guard is a big place and you can easily get lost. Use your map to help guide you.
- Listen to your radio. Red will give you good advice. Listen to him and you may have a chance.
- Destroy those containers! Ammo dumps can be found inside barrels and crates, helping you to fend off the enemy.



1-900-285-TIPS

1-900-285-8477

(\$1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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For technical and game support visit us at <http://www.majesco.com> and click on the "Support" link.